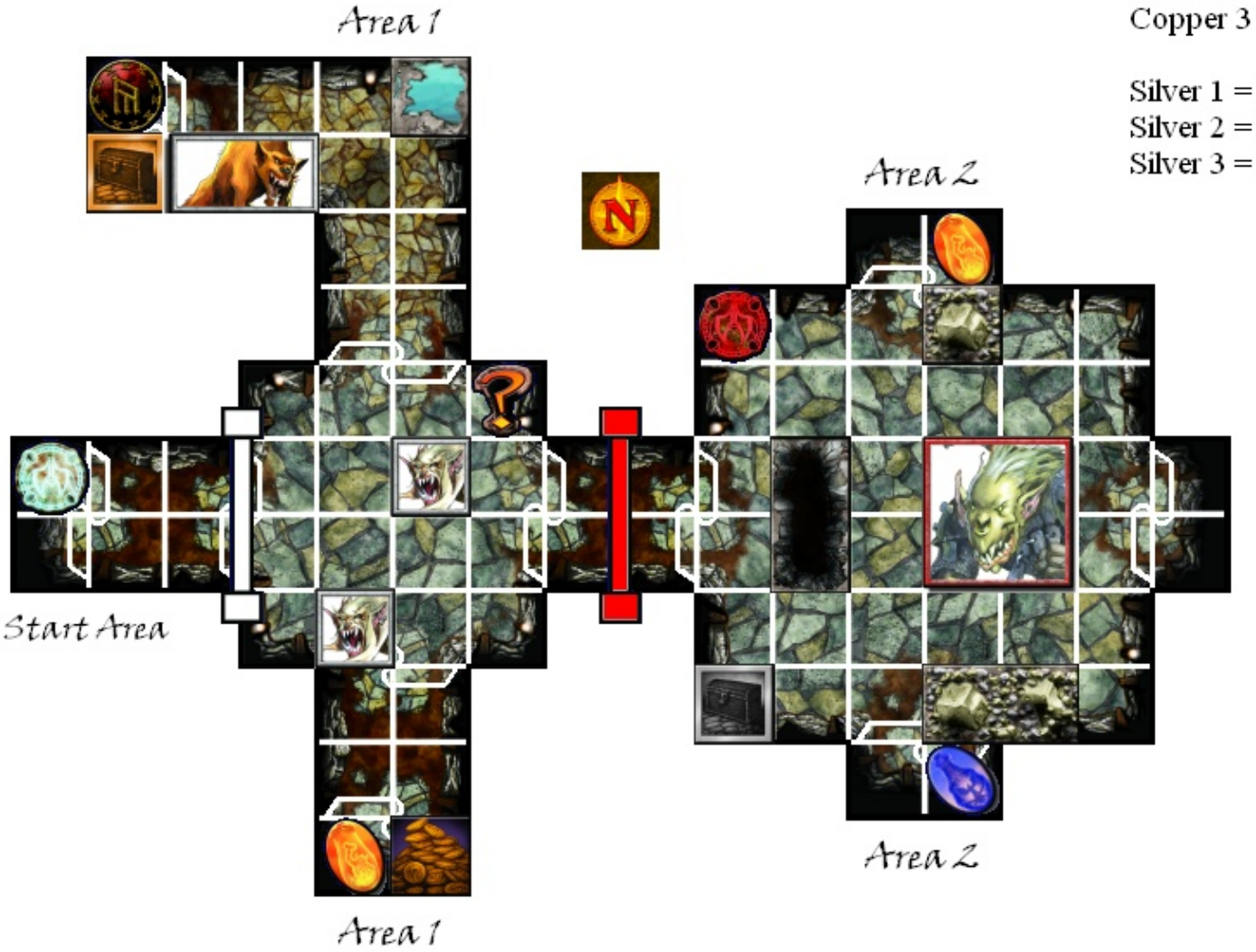
Copper 1 = 1 Treasure, 3 Conquest
Copper 2 = 1 Treasure, 100 Coins
Copper 3 = 2 Treasures, 100 Coins, 1 Curse

Silver 1 = 1 Treasure, 3 Conquest
Silver 2 = 1 Treasure, 100 Coins
Silver 3 = 2 Treasures, 100 Coins, 1 Curse

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# A Cave In The Wild

By Dungeon Master

## Scenario Background

As time was a luxury you decided to travel across land rather than use the King's Highway. On the third day out you found a trail of large footprints heading up in to the hills. Curiosity got the better of you and followed the tracks over the hills and into a small valley below. The trail ends at the entrance to a dark cave. You tentatively step inside.

## Mission Goals

Players are required to defeat the master Ogre in Area 3.

Players start with 3 Conquest Tokens.

This quest is designed for first time players (Possibly including the Overlord). Experienced players will find no challenge or fun to be had here. I found this quest to be particularly useful when coming up against a player who is not quite sure whether they want to play or not. A 5 hour quest will likely scare them off, this way they can sample Descent and finish the game in (most likely) under two hours. The quest contains a little bit of everything in order for the players to become familiar with the various items, obstacles, etc in the game. There are enough nooks and crannies for the Overlord to spawn in, experienced players could easily cover all bases and stop the Overlord from spawning. New players probably won t come to that realization initially.

## Area 1

As you open the door you growling and the shuffle of feet. Your torches illuminate a natural cavern to reveal what appears to be crude living quaters. Piles of junk lie strewn about the room. The smell of wet dog and burnt hair assails your nostrils.

**If a player ends his turn on the ? Token in area, read the text below and hand the character a Healing Potion.**

You rummage through a particulalrly large and smelly pile of rubbish. Admist the rotting food and decay you discover a Healing Potion.

## Area 2

You unlock the door and pull it open to reveal an even more pugnent stench. Bones lie scattered here and there in this large natural cavern. A large Ogre looks up from its current meal (A half devoured sheep) and glares at you with intent.

Once the players have defeated the Master Ogre the quest is complete.

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